Zefeng (Daniel) Wang

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EDUCATION

Northeastern University, Boston, MA May 2022
Candidate for a Bachelor of Science in Computer Science and Business Administration
Major GPA: 4.0
Relevant Coursework: Fundamentals of Computer Science I & II, Discrete Structures, Financial Accounting & Reporting, Linear Algebra, Object Oriented Design, Probability & Statistics
Honors and Awards: Dean's List, International Scholar, Best Rookie Award (Hack Beanpot)

WWP HS South, Princeton Junction, NJ June 2018
Alumnus
GPA: 3.9 (Unweighted) / 4.6 (Weighted)
Honors and Awards: AP Scholar with Distinction, National Honors Scholar, Mathematics Honors Scholar

SKILLS

- Familiar with Java
- Basic knowledge of HTML/CSS/JavaScript, Python & Racket ISL

EXPERIENCE

HackBeanpot Inc, Boston, MA May 2019 - Present
Core Team - Sponsorship

- Member of a non-profit organization that utilizes an Agile environment to run an annual hackathon for Boston students
- Analyze the results of previous events and other hackathons to develop an effective strategy for future iterations
- Create a detailed sponsorship packet and reach out to Boston companies for financial backing

InterGest Worldwide, Shanghai, China June – August 2017
Business Analyst Intern

- Evaluated prospective companies looking to enter China's economy
- Attended meetings with interested companies to assess fit
- Chose one company ready to expand into the Chinese market based on meetings and provided data

PROJECTS

CrimePot (Hack Beanpot) February 2019

- Implemented Google Maps API with HTML/CSS/JS to place markers representing crimes on a map of Boston based on values inputted by the user.
- Used RESTful API to get HTTP request using the Flask microframework to retrieve data from the Boston government Crime Incidents Reports through CKAN API.
- Filtered through the JSON data based on user parameters and then converted to GeoJSON in Python through Flask.

ExCELlence – The Easy Animator (Course Project) June 2019

- Created a program that allows a user to input instructions and see an animation either in textual form, as an SVG file, or as a visual representation using Java's Swing library.
- Organized the project using the MVC structure to ensure loose coupling and focus on objected oriented principles.

Light'em All (Course Project) April 2019

- Created a game in Java using Northeastern's Image Library that allows the user to rotate & connect pieces of a grid and move an object using the mouse and arrow keys.
- Implemented Kruskal's algorithm to create a Minimum Spanning Tree that is randomized and a breadth first search algorithm to calculate the radius of the tree at any state of the game.